

**Issues & Solutions**

# Cubase SX 3.1

This document describes issues you may encounter using this software as well as possible workarounds

#	Issue	Solution
1.	[Mac only] Project files saved with Cubase 3.0 show file info "Cubase 2.xx document" but they are actually not compatible with Cubase SX 2.x.	This can occur if a previous Cubase SX version is installed on the computer.
2.	[Mac only] Performance / Playback problem due to sample rate mismatch between Cubase and the audio card.	If your audio interface is clocked externally (e.g. via Word Clock), Cubase might not take notice of sample rate changes (e.g. from 48 KHz to 44.1 KHz), which will disturb the audio playback. Make sure the sample rate is properly set in the Project Setup.
3.	[Mac only] Using Magneto with an Audio Buffer Size of 2048 samples will result in an unexpected quit of the application.	If you use Magneto, choose an Audio Buffer Size between 64 and 1024 samples in the Multitrack device setup.
4.	[Mac only] Program can crash when a project is closed that uses the plug-in "VST Dynamics".	Use "Dynamics" plug-in instead.
5.	[Mac only] Tempo Browser: Copy/Paste function doesn't work for multiple Time Signature Events.	Time Signature Events have to be copied individually.
6.	[PC-only] Inserting Wavelab Leveler plug-in may cause crash.	Do not use this plug-in outside Wavelab.
7.	Cubase won't launch with an ASIO driver selected but the corresponding hardware not being connected.	When having selected a specific ASIO driver, always connect the corresponding ASIO device before you start Cubase.
8.	Rewire Slave may switch sample rate on launching Rewire Slave.	Assure that Cubase and Rewire slave have the same sample rate settings.
9.	Loading two Cubase projects and editing them in the score editor at the same time (switching between the projects) creates various problems.	Edit only one project in the score editor per time.
10.	Score: Changing time signature in Score editor might crash if several MIDI tracks are used and set up to polyphony. This only happens, if you change time signature on lower MIDI tracks.	Change time signature on first MIDI track.
11.	[Mac only] Importing MP2 file while Autoplay is running crashes the application.	Hit Stop at Prelisten Section before opening the file.
12.	OMF export fails if multi-channel events are included. The log file states "could not export media".	OMF cannot export multi-channel files. Simply exclude the multi-channel track from your export.
13.	"When exporting OMF with option "Copy" or "Consolidate" activated, fades on top of realtime streams (e.g. volume envelopes, warped material) are not exported."	Bounce affected parts / events previously to export.
14.	Freeze: Frozen tracks follow tempo changes according to the event/part display but the audio actually is not adapted to the tempo changes.	Don't change tempo, if your project contains frozen tracks.
15.	If multiple MIDI parts are opened together in the Key Editor using CTRL-A, tracks that are in In-Place-Editor mode will not be included.	Deselect all EVENTS and select all TRACKS before opening the Key Editor.

16.	"Save project to new folder": A conflict exist in combination with "minimize files" and realtime timestrech tool. Stretched audio events will be shifted in tune in new project.	Don't use "minimize files" in this case.
17.	Adding a very high number of tracks (audio or MIDI) at once can cause temporary unresponsiveness of the program.	Add less tracks at once, e.g. groups of 20 tracks at a time.
18.	Audio streaming performance via network can be lower compared to Cubase SX/SL 1.x.	Reduce track count or partly stream from local disk.
19.	Automation problems on plug-ins in Output Bus Channels. Plug-in automation is not read in realtime correctly.	Make sure that the parent Output Bus Channel is set to WRITE mode before the Plug-in itself is set to read.
20.	"Timing problems if multiple computers are synchronized via a System Link chain (open loop). The computers "later" in the chain may play MIDI inaccurately and Cycle does not work."	Use MTC for synchronizing systems in an open loop.
21.	Adding a MIDI Track can disturb the audio engine: ASIO Sample rate can be changed or lost. If a Direct Music MIDI port (example: MIDEX 8) is opened for the first time (e.g. by adding a MIDI track), it may happen that Windows Direct Music causes a short system halt, which can disturb the audio engine.	Go to Device Setup/VST Multitrack and execute Reset.
22.	Adjustments made on a remote controller affect real-time audio mixdown.	Don't make adjustments on the remote controller during real-time audio mixdown.
23.	Audio output problems (Sound gets distorted) after program has been running for several hours.	Use "Reset" function in Device Setup/VST Audio Bay.
24.	Automation with the UAD Fairchild plug-in can lead to crash sometimes.	Install an update of UAD Fairchild plug-in once available.
25.	Crossfading events on lower lanes in the audio part editor does not work correctly. This happens when only one of two events to be crossfaded is selected.	Make sure both events that shall be crossfaded are selected.
26.	Deactivating a "DirectMusic MIDI In" port results in complete loss of all "DirectMusic Midi In" ports.	Activating any "Direct Music In" cures the situation.
27.	Dual-screens: if the right-hand monitor is set to be 'primary', then the mouse-wheel does not work on the left screen at all.	Set left monitor to be 'primary'.
28.	Event lock attribute "other" allows changing MIDI data with global MIDI functions (e.g. transpose).	Unselect locked (with attribute 'other') MIDI events if MIDI processing functions are used.
29.	Events can get slightly dislocated (few samples) after Pitch Shift with MPEX algorithm.	Use another algorithm if processed range is timing-critical.
30.	Export Audio: VSTi responds to incoming MIDI during export.	Do not play MIDI to VSTi while exporting audio.
31.	Extreme settings with realtime processes (time stretch, transpose) can cause very high CPU loads.	Avoid extreme settings with realtime processes or freeze the realtime processes.
32.	Generating Video Cache file doesn't work if the Video Player method was changed during a project.	Delete the Video Cache file manually and try again.
33.	Grouping of Events does not work if Mixer window is set to "Always on top".	Deselect Mixer window option "Always on Top".

34.	If audio offline process is opened by a command from a remote, Preview doesn't work.	Use a regular key command or menu instead to open offline process.
35.	If automation was modified using "Trim" mode, it's not played back correctly at first.	Stop the cursor once again before playing back the trimmed automation.
36.	Re-importing a video file with "extract audio" enabled will not extract the audio.	Delete the already existing media files in the pool before you import a video file again.
37.	In some cases the Tempo Definition Tool may show up a wrong number of bars when opening the Sample Editor.	Adjust the bar number manually at bars/beats in toolbar.
38.	Input Transformer (Global) does not recall "Active Module" status.	"Active Module" has to be activated on each project load.
39.	Invert selection does not work when grouped events exist.	Select grouped events manually.
40.	Jog / Shuttle via System Link does not work.	Make sure to have equal project start time settings on all involved systems.
41.	Acoustic feedback in MIDI List Editor does not work if you change data (e.g. velocity) in the info line.	Use key editor in this case.
42.	Loading times of a project will increase with the amount of connected MIDI interfaces.	Try to minimize the number of MIDI-interfaces if possible.
43.	Long recordings with AIFF, WAV, BWAV and SDII, which exceed the largest possible recording file supported by these file formats, will result in damaged recorded files.	If you are planning to record longer than 4 hours in mono and 1 hour in 5.1, select the WAV64 file format for recording in the project settings.
44.	MIDI panning in the inspector doesn't work with A1 Instrument. Regardless of panning movements to left, right etc. the sound from A1 comes from the center all the time.	Use audio output panning instead.
45.	MIDI Plug-ins with tempo sync dependency: Tempo sync information will not be delivered to MIDI plug-ins until playback.	If you want to use MIDI plug-ins in stop mode after changing tempo information, press start/stop shortly.
46.	Normalized sine waves and possibly other signals clip when time-stretched with MPEX.	Reduce gain before stretching normalized material with MPEX.
47.	Possible incompatibility with GRM Tools dongle, might cause Blue Screen when plug-ins are initialized.	Get GRM Tools dongle driver update.
48.	Pre Record: High pre record values (seconds) could lead to memory collapse and application freeze if physical RAM is exhausted.	Avoid to excess physical RAM limit if you want to increase pre record values.
49.	Redraw problems may appear while switching presets of plug-ins during playback.	You can avoid these redraw problems if you switch presets in stop mode.
50.	Selecting regions in audio clips and processing these with MPEX may produce short dropouts.	Select either whole clips or regions beginning and ending with silence, or select regions larger than needed and trim after processing.
51.	Some VSTi automation adjustments won't work in "touch fader" mode.	Some plug-ins provide feedback when the mouse is released, others do not. In the latter case, the automation mode "touch fader" behaves like 'autolatch'.

52.	System Link - Synchronization is being affected by "Lower Latency" ON or OFF status when using the Steinberg VSL 2020 cards.	Run VSL 2020 using "Lower Latency" OFF if you have synchronicity problems using System Link.
53.	System Link: VST System Link Slave device plays MIDI to external devices incorrectly.	Send MIDI to external devices directly from the VST System Link Master.
54.	Time Stretch Tool does not work on very short clips.	Bounce longer clips before time stretching.
55.	Tracks with monitor on (manual) are not included in export audio mixdown.	Turn input monitoring OFF before exporting.
56.	Video Playback Pull rate (Device Setup / Video Player) is reset after switching between multiple open projects.	Set the desired Pull rate manually after switching projects.
57.	Video: Thumbnail refreshing needs much performance and audio dropouts may occur while scrolling.	Use video thumbnail cache.
58.	VST System Link cannot be deactivated in Transport with sync button.	Deactivate the sync under Device Settings / Audio Bay / System Link.
59.	VST System Link synchronization: The slaved system doesn't follow "Preroll" of the master correctly.	Disable "Preroll" if VST System Link synchronization is required.
60.	Warp tab editing may be a little sluggish, if clip is shown in part editor at the same time.	Open clip from pool or scroll part editor so that clip is not shown.
61.	WMA Pro Audio Mixdown may sound distorted if audio card is clocked externally (e.g. by Wordclock) to a different sample rate than the exported WMA file.	Set audio card to Sync = "Master" before you perform the export.
62.	Video: QuickTime playback via firewire out port or Decklink video card is out of sync by some frames.	The video synchronization process has been modified in Nuendo 3.1. This requires a re-calibration or the video playback offset in the Device Setup / Video Player. The offset that previously had to be set to a value of 7 frames should now be set to a value about 4 frames, depending on the involved components, to assure audio and video running in sync. Please re-calibrate your QuickTime video offset after you have installed 3.1.